Claims

1. A method for assessing the performance of a contest participant, the method comprising:

generating a first score reflective of an action taken by a participant in relation to a first game having a first set of rules;

generating a second score reflective of a second action taken by the participant in relation to a second game having a second set of rules;

calculating a rating by manipulating at least the first and second scores.

2. The method according to claim 1, further comprising calculating the first score according to a frequency with which the participant plays the first game.

3. The method according to claim 1, further comprising calculating the first score according to a level of skill with which the participant plays the first game.

5

10

4.   The method according to claim 1, further comprising calculating the first score according to a measurement of the success achieved by the participant with respect to a configured goal of the first game.

5.   The method according to claim 1, further comprising calculating the first score according to a count of different games that the participant plays.

6.   The method of claim 1, further comprising calculating the first score according to how long the participant plays a game from among the first and second games.

7.   The method of claim 1, further comprising calculating the first score according to how long the participant plays the first game.

8.   The method according to claim 1,
further comprising calculating the first score
according to a count of consecutive actions
identified according to the first set of rules as a
5   win posted by the participant with respect to the
first game.

9.   The method according to claim 1,
further comprising calculating the first score
according to a count of consecutive actions
identified according to the first set of rules as a
5   win posted by the participant with respect to a
ratings contest.

10.   The method according to claim 1,
further comprising communicating the first score to
a contest host.

11.   The method according to claim 1,
further comprising generating a report containing
the first score.

12. The method of claim 1, further comprising updating the rating based on a third score.

13. The method of claim 1, further comprising initiating registration of the participant within the contest.

14. The method of claim 1, further comprising recording multiple ratings.

15. The method of claim 14, further comprising displaying a name and the rating of the participant based on the multiple ratings.

16. The method of claim 1, further comprising displaying the rating in the form of a percentile of a maximum achievable rating or a percentile rank of the rating among those of other participants.

17. The method of claim 1, further comprising displaying the rating as a real number.

18. The method of claim 1, further comprising graphically displaying information pertaining to the rating.

19. The method of claim 1, further comprising recording information pertaining to the rating of a second participant.

20. The method of claim 19, further comprising displaying information pertinent to the rating of the participant in conjunction with the information pertaining to the rating of the second participant.

21. The method according to claim 19, further comprising ranking respective ratings as between the participant and the second participant.

22. The method of claim 19, further comprising recognizing a highest rating from among the participant and the second participant.

23.   A computer-implemented method for
assessing the performance of a computer contest
participant, the method comprising:

storing a first score reflecting a first
action of the participant in relation to a first
game having a first set of rules;

storing a first score reflecting a first
action of the participant in relation to a first
game having a second set of rules;

calculating a rating by processing at
least the first and the second scores.

24.   The method according to claim 23,
further comprising computing the first score
according to a frequency with which the participant
plays the first game.

25.   The method according to claim 23,
further comprising computing the first score
according to a level of skill with which the
participant plays the first game.

26. The method according to claim 23, further comprising computing the first score according to a measurement of the success achieved by the participant with respect to a configured goal of the first game.

27. The method of claim 23, further comprising computing the first score according to how long the participant plays the first game.

28. The method according to claim 23, further comprising computing the first score according to a count of different games that the participant plays.

29. The method of claim 23, further comprising computing the first score according to a total time that the participant plays either game among the first and second games.

30. The method of claim 23, further comprising hosting the first and second games on a website.

31. The method of claim 30, further comprising computing the first score according to a duration that the participant remains on the website.

32. The method according to claim 23, further comprising computing the first score according to a count of consecutive actions identified according to the first set of rules as a

5   win posted by the participant.

33. The method according to claim 23, further comprising computing the first score according to a number of consecutive actions identified according to the first set of rules as a

5   win posted by the participant with respect to a ratings contest.

34. The method according to claim 23, further comprising communicating the first score to a central server.

35. The method according to claim 23, further comprising generating an electronic report containing the first score.

36. The method of claim 23, further comprising updating the rating based on a third score.

37. The method of claim 23, further comprising initiating registration of the participant within the contest.

38. The method of claim 23, further comprising storing multiple ratings.

39. The method of claim 23, further comprising initiating a display of information relating to the rating.

40. The method of claim 39, further comprising initiating the display of the rating in the form of a percentile of a maximum achievable rating ro a percentile rank of the rating among those of other participants.

41. The method of claim 39, further comprising initiating the display of the rating as a real number.

42. The method of claim 23, further comprising initiating a graphical display of information pertaining to the rating.

43. The method of claim 23, further comprising storing information pertaining to the rating of a second participant.

44. The method of claim 43, further comprising initiating a combined display of information pertinent to the rating of the participant in conjunction with information regarding the second participant.

45.   The method according to claim 43, further comprising ranking respective ratings as between the participant and the second participant.

46.   The method of claim 43, further comprising recognizing a highest rating from among the participant and the second participant.

47.   An apparatus, comprising:

a memory;

a database resident in the memory, the database storing a first score associated with a

5   first action taken by the participant with respect to a first game having a first set of rules, wherein the database further stores a second score associated with a second action taken by the participant with respect to a second game having a

10   second set of rules, and

a program configured to compute a rating by processing at least the first and the second score.

48.   The apparatus of claim 47, wherein the program is configured to receive the first score.

49.   The apparatus of claim 47, wherein the first score relates to a frequency with which the participant plays the first game.

50.   The apparatus of claim 47, wherein the first score relates to a level of skill demonstrated by the participant with regard to the first game.

51.   The apparatus of claim 47, wherein the first score relates to a measurement of success achieved by the participant with respect to a configured goal of the first game.

52.   The apparatus of claim 47, wherein the program is configured to measure a period corresponding to the time the participant plays the first game.

43

53. The apparatus of claim 47, wherein the first score relates to a count of different games played by the participant.

54. The apparatus of claim 47, wherein the program is configured to measure a total time corresponding to the time the participant plays a game among the first and second games.

55. The apparatus of claim 47, wherein the program is configured to host the first game on a website.

56. The apparatus of claim 47, wherein the program is configured to measure a duration corresponding to how long the participant remains on the website.

57. The apparatus of claim 47, wherein the first score relates to a count of consecutive actions identified according to the first set of rules as a win posted by the participant with respect to the first game.

5

58. The apparatus of claim 47, wherein the first score relates to how many consecutive actions identified according to the first set of rules as a win posted by the participant with respect to a ratings contest.

59. The method according to claim 47, further comprising communicating the first score to the database.

60. The method according to claim 47, further comprising generating a report containing the first score.

61. The apparatus of claim 47, wherein the program is configured to update the rating based on a third score.

62. The apparatus of claim 47, wherein the program is configured to initiate registration of the participant within the contest.

63. The apparatus of claim 47, wherein the program is configured to initiate a display of information relating to the rating.

64. The apparatus of claim 63, wherein the program is configured to initiate the display of the rating in the form of a percentile of a maximum achievable rating or a percentile rank of the rating among those of other participants.

65. The apparatus of claim 63, wherein the program is configured to initiate the display of the rating as a real number.

66. The apparatus of claim 47, wherein the program is configured to initiate a graphical display of information pertaining to the rating.

67. The apparatus of claim 47, wherein the program is configured to store information pertaining to the rating of a second participant.

68. The apparatus of claim 67, wherein the program is configured to display information pertinent to the rating of the participant in conjunction with information regarding the second

5   participant.

69. The apparatus of claim 67, wherein the program is configured to recognize a highest rating from among the participant and the second participant.

70. The apparatus of claim 67, wherein the program is configured to rank the respective ratings as between the participant and the second participant.

71.   A computer program product,
comprising:

a program configured to perform a method
of assessing the performance of a contest
5   participant, the method comprising determining a
rating based upon at least a first score and a
second score, wherein the first score reflects a
first action taken by the participant in relation to
a first game having a first set of rules, wherein
10   the second score reflects a second action taken by
the participant in relation to a second game having
a second set of rules, and

a signal bearing media.

72.   The program product of claim 71,
wherein the signal bearing media is recordable
media.

73.   The program product of claim 71,
wherein the signal bearing media is transmission
type media.

74. A method for assessing the performance of a contest participant, the method comprising:

generating a first score reflective of an action taken by a participant with respect to a game, wherein the score reflects at least one action selected from among the group, comprising: a frequency with which the participant plays the game, a level of skill with which the participant plays the game, a measurement of the success achieved by the participant with respect to a configured goal of the game, how long the participant plays the game, a count of consecutive actions identified according to the first set of rules as a win posted by the participant with respect to the game, and a count of consecutive wins posted by the participant with respect to a ratings contest;

generating a second score reflective of a second action taken by the participant in relation to the game;

calculating a rating by manipulating at least the first and the second scores.

75. The method according to claim 74, further comprising communicating the first score to a contest host.

76. The method according to claim 74, further comprising generating a report containing the first score.

77. The method of claim 74, further comprising updating the rating based on a third score.

78. The method of claim 74, further comprising initiating registration of the participant within the contest.

79. The method of claim 74, further comprising displaying the rating in the form of a percentile of a maximum achievable rating or a percentile rank of the rating among those of other participants.

5

80. The method of claim 74, further comprising displaying the rating as a real number.

81. The method of claim 74, further comprising graphically displaying information pertaining to the rating.

82. The method of claim 74, further comprising recording information pertaining to the rating of a second participant.

83. The method of claim 82, further comprising displaying information pertinent to the rating of the participant in conjunction with the information pertaining to the rating of the second participant.

84. The method according to claim 82, further comprising ranking respective ratings as between the participant and the second participant.

85. The method of claim 82, further comprising recognizing a highest rating from among the participant and the second participant.